

## Façade

Interactive Storytelling  
Lecture slides  
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- story set-up
    - player takes the role of a close friend of Trip and Grace, a couple whose relationship is in trouble
    - events takes place at Trip's and Grace's home where the player is invited to have a cocktail
  - player's control
    - moving and interacting in a 3D environment
    - typing in utterances
- (Mateas, 2002; Mateas & Stern, 2004)

## System structure

- story comprises dozen carefully scripted interactive narrative scenelets
- time is discretized into beats
  - the smallest unit of a value change (i.e. an action–reaction pair)
- techniques to steer the narrative towards the relatively linear set pieces

## Broad-and-shallow approach

- idea inherited from the Oz project
  - broad: all necessary features have an implementation
  - shallow: some features could have been performed better
- characters can act believably, but not necessary intelligently, in a wide range of situations

## Surface-text processing

1. map surface text into discourse acts
2. map discourse acts into character responses

## Discourse acts

- |                                 |                         |                                  |
|---------------------------------|-------------------------|----------------------------------|
| • agree/disagree                | • ally/oppose character | • advice                         |
| • positive/negative exclamation | • don't understand      | • refer to                       |
| • express of emotion            | • apologise             | • ask to share intimate thoughts |
| • unsure or indecisive          | • praise/criticize      | • say goodbye                    |
| • thank                         | • flirt                 | • miscellaneous discourse act    |
| • greet                         | • pacify                | • can't understand               |
|                                 | • explain               |                                  |

## FAtiMA

- agent architecture drive by cognitive appraisal
- used in FearNot!

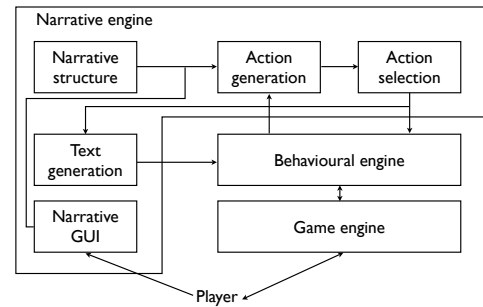
(Aylett *et al.*, 2007)

## Interactive Drama Engine

- prototype system
  - non-linear narrative
  - 3D characters
  - graphical user-interface

(Szilas *et al.*, 2007)

## IDE architecture



## Makebelieve

- virtual guide system, which uses
  - Jess/CLIPS reasoning system
  - OpenMind common sense data
  - Unreal Tournament engine

(Ibanez *et al.*, 2003)

## Story element

- name
- type of event
- location
- attributes (nature of the element)
- basic concepts (defined in knowledge base)
- date
- special environment condition
- granularity: 'size'
- effects: caused by this
- subject: of the fact
- object: of the fact

## Method

1. initial situation; input
2. select a story element
3. add related story elements (causation)
4. translate according to the guide's attitude
5. consider common sense rules
6. extend story with common sense
7. generate storyboard

## SAGA

- no predefined story
- users interacting with autonomous character collaboratively play the role of the author
- director: guide the accomplishment of a meaningful story

(Machado *et al.*, 2004)

## SAGA system

- based on Propp's narrative morphology
- story definition
  - initial story situation
  - variable story schema
- function → plot point → set of generic goals → plan → hierarchy of goals and actions

## Director agent

1. update situation
2. conflict? → select a new episode
3. current plot point achieved? → select the next plot point
4. reflection event needed?
5. new story element introduction needed?